

<b>Cluster:</b>	<b>Architecture</b>	
<b>Pathway:</b>	<b>Drafting Architectural</b>	
Prereq	IC61	Drafting I
Concent	IC62	Drafting II - Architectural

<b>Cluster:</b>	<b>Arts, A/V Technology &amp; Communication</b>	
<b>Pathway:</b>	<b>Digital Design &amp; Animation (DIDE)</b>	
Prereq	TS24	Digital Design & Animation I
Concent	TS25	Digital Design & Animation II

<b>Cluster:</b>	<b>Arts, A/V Technology &amp; Communication</b>	
<b>Pathway:</b>	<b>Game Art (GAAR)</b>	
Prereq	TS24	Digital Design & Animation I
Concent	TS31	Game Art Design

<b>Cluster:</b>	<b>Arts, A/V Technology &amp; Communication</b>	
<b>Pathway:</b>	<b>Modeling and Animation (MANI)</b>	
Prereq	TL44	Modeling & Animation I
Concent	TL45	Adv Modeling & Animation II

<b>Cluster:</b>	<b>Business Management &amp; Administration</b>	
<b>Pathway:</b>	<b>Entrepreneurship (ENTRE)</b>	
Found	BF10	Principles of Business & Finance
Prereq	ME11	Entrepreneurship I
Concent	ME12	Entrepreneurship II

<b>Cluster:</b>	<b>Business Management &amp; Administration</b>	
<b>Pathway:</b>	<b>General Management (GMGT)</b>	
Found	BF10	Principles of Business & Finance
Prereq	BB40	Business Management I
Concent	BB42	Business Management II

<b>Cluster:</b>	<b>Finance</b>	
<b>Pathway:</b>	<b>Accounting (ACCT)</b>	
Found	BM20	Microsoft Excel
Prereq	BA10	Accounting I
Concent	BA20	Accounting II

<b>Cluster:</b>	<b>Health Science</b>	
<b>Pathway:</b>	<b>Healthcare Professional (HPCP)</b>	
Found	HU10	Foundations of Health Science
Prereq	HU40	Health Science I
Concent	HU42	Health Science II

<b>Cluster:</b>	<b>Hospitality and Tourism</b>	
<b>Pathway:</b>	<b>Sports Entertainment Marketing (SEMK)</b>	
Found	BF10	Principles of Business & Finance
Prereq	MH31	Sports Entertainment Marketing I
Concent	MH32	Sports Entertainment Marketing II

<b>Cluster:</b>	<b>Hospitality and Tourism</b>	
<b>Pathway:</b>	<b>Travel and Tourism (TRTO)</b>	
Prereq	MH31	Sports Entertainment Marketing I or
Prereq	MM51	Marketing or
Prereq	BF10	Principles of Business and Finance
Concent	MH42	Hospitality and Tourism

<b>Cluster:</b>	<b>Human Services</b>	
<b>Pathway:</b>	<b>Early Childhood Develop &amp; Services (EACH)</b>	
Prereq	FE60	Child Development
Concent	FE11	Early Childhood Education I (2-credits)

<b>Cluster:</b>	<b>Information Technology</b>	
<b>Pathway:</b>	<b>Computer Engineering (COEN)</b>	
Found	BI12	CompTIA IT Fundamentals
Prereq	II21	Computer Engineering Tech I
Concent	II22	Computer Engineering Tech II

<b>Cluster:</b>	<b>Information Technology</b>	
<b>Pathway:</b>	<b>AP Computer Science Principles (APCS)</b>	
Prereq	0A02	Computer Science Principles
Concent	2A02	AP Computer Science

<b>Cluster:</b>	<b>Information Technology</b>	
<b>Pathway:</b>	<b>Computer Science Principles (CSPR)</b>	
Prereq	BP41	Computer Science Principles I
Concent	BP42	Computer Science II or
Concent	OAO2	AP Computer Science Principles

<b>Cluster:</b>	<b>Information Technology</b>	
<b>Pathway:</b>	<b>Cybersecurity (CBSY)</b>	
Prereq	BP41	Computer Science Principles I
Concent	BC10	Cybersecurity Essentials

<b>Cluster:</b>	<b>Information Technology</b>	
<b>Pathway:</b>	<b>Artificial Intelligence (AL)</b>	
Prereq	BP41	Computer Science Principles I
Concent	WB41	Artificial Intelligence I

<b>Cluster:</b>	<b>Science, Technology, Engineering &amp; Math</b>	
<b>Pathway:</b>	<b>Drafting Engineering (DREN)</b>	
Prereq	IC61	Drafting I
Concent	IV22	Drafting II - Engineering

<b>Cluster:</b>	<b>Science, Technology, Engineering &amp; Math</b>	
<b>Pathway:</b>	<b>Engineering Technology (ETEC)</b>	
Prereq	TL04	Engineering Technology I
Concent	TL05	Engineering Technology II

<b>Cluster:</b>	<b>Science, Technology, Engineering &amp; Math</b>	
<b>Pathway:</b>	<b>Technology Engineering &amp; Design (TEND)</b>	
Prereq	TE11	Technology Engineering & Design
Concent	TE12	Technological Design

<b>Cluster:</b>	<b>Transportation</b>	
<b>Pathway:</b>	<b>Automotive Services (AUTO)</b>	
Found	IT11	Automotive Service Fundamentals
Prereq	IT16	Automotive Services I
Concent	IT17	Automotive Services II